

OGANIKA: HEX₁₆

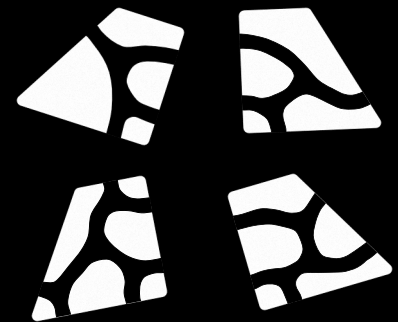
This game mode is for two players/teams and requires two sets of tiles.

The aim of the game is simple: to create two Hex16's - two hexagons made out of 16 tiles each.

SET UP : 30 - 45 seconds

- Player 1 turns over their tiles, mixes them and then randomly selects two left-handed and two right-handed tiles. These are turned over and placed to one side.
- Player 2 now removes the exact same tiles from their tile set. Whilst Player 1 turns their tiles back over again.
- Each player now has an identical set of 32 tiles. The game is ready to start.

Left Handed Right Handed



Remove the same 4 randomly selected tiles, 2 of each type (left & right handed) from both players' tiles sets.

PLAY : 5 - 20mins per round

- The length of each round is dependent upon the skills of the players and tile set combination.
- The first to complete two full Hex16s (side by side) with no internal design conflict is the winner.
- Note that there are three different ways to construct a Hex16. A careful consideration of which types or combination of types to build, based on the tiles one has, is crucial to winning.

A winning solution

(based on the removal of the above 4 tiles)

